

ATTY. DOCKET NO.

SERIAL NO.

723-974

09/726,220:

APPLICANT

FOULADI et al.

FILING DATE

GROUP

November 28, 2000

U.S. PATENT DOCUMENTS

[illegible]

FOREIGN PATENT DOCUMENTS

[illegible]

OTHER DOCUMENTS (including Author, Title, Date, Pertinent pages, etc.)

*Examiner		Date Considered	5/18/2006
-----------	--	-----------------	-----------

***Examiner**

Date Considered

7/18/2004

Examiner: Initial if reference considered, whether or not citation is in conformance with MPEP 609; Draw line through citation if not in conformance and not considered. Include copy of this form with next communication to application.

INFORMATION DISCLOSURE
CITATION

ATTY. DOCKET NO.

SERIAL NO.

723-974

09/726,220

RECEIVED

APPLICANT

FOULADI et al.

SEP 10 2001

(Use several sheets if necessary)

FILING DATE

GROUP

November 28, 2000

Technology Center 2600

U.S. PATENT DOCUMENTS

*EXAMINER INITIAL	DOCUMENT NUMBER	DATE	NAME	CLASS	SUBCLASS	FILING DATE IF APPROPRIATE
PM	001	6,226,012	5/2001	PRIEM et al.		
	002	6,198,488	3/2001	LINDHOLM et al.		
	003	6,181,352	1/2001	KIRK et al.		
	004	6,173,367	1/2001	ALEKSIC et al.		
	005	6,092,124	7/2000	PRIEM et al.		
	006	6,057,852	5/2000	KRECH, Jr.		
	007	6,037,949	3/2000	DeROSE et al.		
	008	6,028,611	2/2000	ANDERSON et al.		
	009	6,025,853	2/2000	BALDWIN		
	010	6,023,738	2/2000	PRIEM et al.		
	011	6,002,409	12/1999	HARKIN		
	012	5,999,196	12/1999	STORM et al.		
	013	5,969,726	10/1999	RENTSCHLER et al.		
	014	5,949,440	9/1999	KRECH, Jr. et al.		
	015	5,949,424	9/1999	CABRAL et al.		
	016	5,940,086	8/1999	RENTSCHLER et al.		
	017	5,920,326	7/1999	RENTSCHLER et al.		
	018	5,917,496	6/1999	FUJITA et al.		
	019	5,874,969	2/1999	STORM et al.		
	020	5,821,949	10/1998	DEERING		
	021	5,815,166	9/1998	BALDWIN		
	022	5,805,868	9/1998	MURPHY		
	023	5,801,716	9/1998	SILVERBROOK		
	024	5,801,706	9/1998	FUJITA et al.		
	025	5,798,770	8/1998	BALDWIN		
	026	5,777,629	7/1998	BALDWIN		
	027	5,774,133	6/1998	NEAVE et al.		
	028	5,768,629	6/1998	WISE et al.		
	029	5,768,626	6/1998	MUNSON et al.		
	030	5,764,243	6/1998	BALDWIN		
	031	5,758,182	5/1998	ROSENTHAL et al.		
	032	5,727,192	3/1998	BALDWIN		
	033	5,721,947	2/1998	PRIEM et al.		
	034	5,701,444	12/1997	BALDWIN		
	035	5,687,357	11/1997	PRIEM		
	036	5,608,424	3/1997	TAKAHASHI et al.		
	037	5,594,854	1/1997	BALDWIN et al.		
SW	038	5,504,917	4/1996	AUSTIN		

*Examiner

Date Considered

7/21/2004

Examiner: Initial if reference considered, whether or not citation is in conformance with MPEP 609; Draw line through citation if not in conformance and not considered. Include copy of this form with next communication to application.

Form PTO-FB-A820 (Also PTO-1449)

INFORMATION DISCLOSURE
CITATION

ATTY. DOCKET NO.

SERIAL NO.

RECEIVED

723-974

09/726,220

SEP 10 2001

APPLICANT

Technology Center 2600

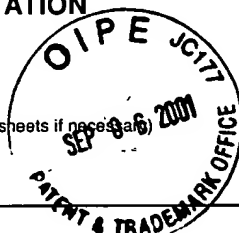
FOULADI et al.

FILING DATE

GROUP

November 28, 2000

(Use several sheets if necessary)



U.S. PATENT DOCUMENTS

*EXAMINER INITIAL	DOCUMENT NUMBER	DATE	NAME	CLASS	SUBCLASS	FILING DATE IF APPROPRIATE
<i>SN</i>	039 5,457,775	10/1995	JOHNSON Jr. et al.			
	040 5,421,028	5/1995	SWANSON			
	041 5,392,393	2/1995	DEERING			
	042 5,392,385	2/1995	EVANGELISTI et al.			
	043 5,170,468	12/1992	SHAH et al.			
	044 5,136,664	8/1992	BERSACK et al.			
	045 4,945,500	7/1990	DEERING			
	046 4,914,729	4/1990	OMORI et al.			
	047 4,901,064	2/1990	DEERING			
	048 4,866,637	9/1989	GONZALEZ-LOPEZ et al.			
	049 4,862,392	8/1989	STEINER			
	050 4,829,295	5/1989	HIROYUKI			
	051 4,725,831	2/1988	COLEMAN			
	052 4,658,247	4/1987	GCHARACHORLOO			
	053 4,570,233	2/1986	YAN et al.			
	054 4,425,559	1/1984	SHERMAN			
<i>SN</i>	055 4,388,620	6/1983	SHERMAN			

FOREIGN PATENT DOCUMENTS

	DOCUMENT	DATE	COUNTRY	CLASS	SUBCLASS	TRANSLATION YES NO
<i>SN</i>	056 EP 1 081 649	3/2001	EUROPEAN			
	057 EP 1 075 146	2/2001	EUROPEAN			
	058 EP 1 074 945	2/2001	EUROPEAN			
	059 JP 2000-215325	8/2000	JAPAN (w/English Abstract)			
	060 JP 2000-207582	7/2000	JAPAN (w/English Abstract)			
	061 JP 2000-182077	6/2000	JAPAN (w/English Abstract)			
	062 JP 2000-156875	6/2000	JAPAN (w/English Abstract)			
	063 JP 2000-149053	5/2000	JAPAN (w/English Abstract)			
	064 JP 2000-132706	5/2000	JAPAN (w/English Abstract)			
	065 JP 2000-132704	5/2000	JAPAN (w/English Abstract)			
	066 JP 2000-92390	3/2000	JAPAN (w/English Abstract)			
	067 JP 2000-66985	3/2000	JAPAN (w/English Abstract)			
	068 JP 11259678	9/1999	JAPAN (w/English Abstract)			
<i>SN</i>	069 JP 11259671	9/1999	JAPAN (w/English Abstract)			

*Examiner

Date Considered

7/21/2001

Examiner: Initial if reference considered, whether or not citation is in conformance with MPEP 609; Draw line through citation if not in conformance and not considered. Include copy of this form with next communication to application.

INFORMATION DISCLOSURE
CITATION

ATTY. DOCKET NO.

SERIAL NO.

RECEIVED

723-974

09/726,220

SEP 10 2001

APPLICANT

FOULADI et al.

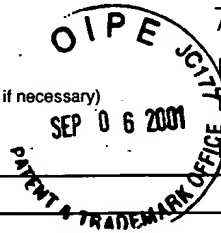
Technology Center 2600

(Use several sheets if necessary)

FILING DATE

GROUP

November 28, 2000



FOREIGN PATENT DOCUMENTS

TRANSLATION

		DOCUMENT	DATE	COUNTRY	CLASS	SUBCLASS	YES	NO
215	070	JP 11226257	8/1999	JAPAN (w/English Abstract)				
	071	JP 11203500	7/1999	JAPAN (w/English Abstract)				
	072	JP 11161819	6/1999	JAPAN (w/English Abstract)				
	073	JP 11076614	3/1999	JAPAN (w/English Abstract)				
	074	JP 11053580	2/1999	JAPAN (w/English Abstract)				
	075	WO 94/10641	5/1994	WIPO				
210	076	CA 2,070,934	12/1993	CANADIAN				

OTHER DOCUMENTS (including Author, Title, Date, Pertinent pages, etc.)

215	077	Photograph of Sony PlayStation II System
	078	Photograph of Sega Dreamcast System
	079	Photograph of Nintendo 64 System
	080	Whitepaper: 3D Graphics Demystified, November 11, 1999, www.nvidia.com
	081	Whitepaper: "Z Buffering, Interpolation and More W-Buffering", Doug Rogers, January 31, 2000, www.nvidia.com
	082	Whitepaper: Using GL_NV_vertex_array and GL_NV_fence, posted 8/1/2000, www.nvidia.com
	083	Whitepaper: Anisotropic Texture Filtering in OpenGL, posted 7/17/2000, www.nvidia.com
	084	Whitepaper: Mapping Texels to Pixels in D3D, posted 4/5/2000, www.nvidia.com
	085	Whitepaper: Guard Band Clipping, posted 1/31/2000, www.nvidia.com
	086	Whitepaper: Cube Environment Mapping, posted 1/14/2000, www.nvidia.com
	087	Whitepaper: Color Key in D3D, posted 1/11/2000, www.nvidia.com
	088	Whitepaper: Vertex Blending Under DX7 for the GeForce 256, 1/5/2000, www.nvidia.com
	089	Whitepaper: Optimizing Direct3D for the GeForce 256, 1/3/2000, www.nvidia.com
	090	Whitepaper: Dot Product Texture Blending, 12/3/1999, www.nvidia.com
	091	Whitepaper: Technical Brief: AGP 4X with Fast Writes, 11/10/1999, www.nvidia.com
	092	Technical Brief: Transform and Lighting, 11/10/1999, www.nvidia.com
	093	Technical Brief: What's New With Microsoft DirectX7, posted 11/10/1999, www.nvidia.com
	094	Mitchell et al., "Multitexturing in DirectX6", Game Developer, September 1998, www.gdmag.com
	095	VisionTek, "GeForce2 GS Graphics Processing Unit", ©2000 www.visiontek.com
	096	Jim Bushnell et al. "Advanced Multitexture Effects With Direct3D and OpenGL", Pyramid Peak Design & ATI Research, Inc., GameDevelopers Conference, ©1999
	097	Sony PlayStation II Instruction Manual, Sony Computer Entertainment Inc., ©2000
	098	Stand and Be Judged, Next Generation, May 2000
	099	PlayStation II: Hardware Heaven or Hell?, Next Generation, January 2000
	100	Chris Charla, "Play Station II: The Latest News", Next Generation, September 1999
	101	"First PlayStation II Gameplay Screens Revealed!", Next Generation, September 1999
	102	Game Enthusiast Online Highlights, March 18, 1999
	103	Game Enthusiast Online Highlights, March 19, 1999
	104	Game Enthusiast Online Highlights, March 17, 1999
	105	Game Enthusiast Online Highlights, October 20, 1999
210	106	Joel Easley, "PlayStation II Revealed", Game Week, September 29, 1999

*Examiner

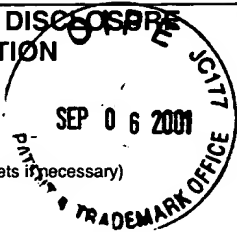
Date Considered

Examiner: Initial if reference considered, whether or not citation is in conformance with MPEP 609; Draw line through citation if not in conformance and not considered. Include copy of this form with next communication to application.

Form PTO-FB-A820 (Also PTO-1449)

INFORMATION DISCLOSURE
CITATION

(Use several sheets if necessary)



ATTY. DOCKET NO.

723-974

APPLICANT

FOULADI et al.

FILING DATE

November 28, 2000

SERIAL NO.

09/726,220

GROUP

OTHER DOCUMENTS (including Author, Title, Date, Pertinent pages, etc.)

107	Inside Sony's Next Generation Playstation, ©1999
108	Press Releases, March 18, 1999
109	Chris Johnston, "PlayStation Part Deux", Press Start, ©1999
110	Nikkei Shimbun, "Sony Making SME, Chemical and SPT into Wholly-Owned Subsidiaries", March 9, 1999
111	AM News: Japanese Developers Not All Sold on PS2, Next Generation, March 16, 1999
112	Sony To Turn PlayStation Maker Into Wholly Owned Unit-Nikkei, Dow Jones News Service, March 8, 1999
113	Yumiko Ono, Sony Antes Up Its Chips In Bet On New Game System, Dow Jones News Service, March 4, 1999
114	MacWeek.Com Gets Inside Story on Connectix VGS for Windows; Controversial Emulator of Sony PlayStation Games Cureently Available for Macs Only, Business Wire, March 12, 1999
115	"DexDrive Bridges Gap", The Tampa Tribune, March 12, 1999
116	A Microprocessor With a 128b CPU, 10 Floating-Point MAC's, 4 Floating-Point Dividers, and an MPEG2 Decoder, 1999 IEEE International Solid-State Circuits Conference, February 16, 1999
117	Dreamcast Instruction Manual, Sega Enterprises, Ltd., ©1998
118	"Sega To Launch Video Camera for Dreamcast", Reuters Business News, February 16, 2000
119	David Pescovitz, "Dream On", Wired, August 1999
120	Randy Nelson, "Dreamcast 101: Everything You Ever Wanted To Know About Sega's Powerful New Console", Official Sega Dreamcast Magazine, June 1999
121	2D/3D Graphics Card User Manual, Guillemot ©1999
122	Nintendo 64 Instruction Booklet, Nintendo of America, 1998
123	Steven Levy, "Here Comes PlayStation II", Newsweek, March 6, 2000
124	David Sheff, "Sony Smackage: Test Driving The PlayStation II", Wired, November 1999
125	Introducing The Next Generation PlayStation, Sony Computer Entertainment Inc., ©1999
126	Leadtek GTS, August 3, 2000, www.hexus.net
127	Voodoo 5 5500 Review, July 26, 2000, www.hexus.net
128	ATI Radeon 64 Meg DDR OEM, August, 19, 2000, www.hexus.net
129	Microsoft Xbox - The Future of Gaming, Microsoft Xbox Performance Sheet, www.xbox.com
130	Robert L. COOK, "Shade Trees", Computer Graphics, Vol. 18, No. 3, July 1984
131	WANG et al., "Second-Depth Shadow Mapping", Department of Computer Science, Univ. N.C, Chapel Hill, N.C. pp. 1-7
132	PEERCY et al., "Efficient Bump Mapping Hardware", Computer Graphics Proceedings, Annual Conference Series, 1997
133	Gustavo OLIVEIRA, "Refractive Texture Mappig, Part One", www.gamasutra.com, November, 10, 2000
134	John SCHLAG, "Fast Embossing Effects on Raster Image Data, Graphics Gems IV, Edited by Paul S. Heckbert, Computer Science Department, Carnegie Mellon University, Academic Press, Inc., 1994, pp.433-437
135	James F. BLINN, "Simulation of Wrinkled Surfaces," Caltech/JPL, pp. 286-292, SIGGRAPH 78 (1978)
136	Tomas MÖLLER and Eric HAINES "Real-Time Rendering", AK Peters, Ltd., ©1999, pp. 127-142
137	Technical Presentation: Vertex Buffers, posted 6/12/2000, www.nvidia.com
138	Technical Presentation: Hardware Transform and Lighting, www.nvidia.com, posted 6/12/2000
139	Technical Presentation: Hardware Bump-mapping Choices and Concepts, 6/07/2000, www.nvidia.com
140	Technical Presentation: How to Bump Map a Skinned Polygonal Model, 6/7/2000, www.nvidia.com
141	Technical Presentation: Computations for Hardware Lighting and Shading, 3/17/2000, www.nvidia.com

*Examiner

Date Considered

Examiner: Initial if reference considered, whether or not citation is in conformance with MPEP 609; Draw line through citation if not in conformance and not considered. Include copy of this form with next communication to application.

Form PTO-FB-A820 (Also PTO-1449)

**INFORMATION DISCLOSURE
CITATION**

(Use several sheets if necessary)

ATTY. DOCKET NO.

SERIAL NO.

723-974

09/726,220

APPLICANT

FOULADI et al.

FILING DATE

GROUP

November 28, 2000

OTHER DOCUMENTS (including Author, Title, Date, Pertinent pages, etc.)

- 142 Technical Presentation: Practical Bump-mapping for Today's GPUs, 3/17/2000 www.nvidia.com
- 143 Technical Presentation: Shadows, Transparency, & Fog, 3/17/2000 www.nvidia.com
- 144 Technical Presentation: GeForce 256 Register Combiners, 3/17/2000, www.nvidia.com
- 145 Technical Presentation: TexGen & The Texture Matrix, 3/15/2000 www.nvidia.com
- 146 Technical Presentation: Toon Shading, 3/15/2000, www.nvidia.com
- 147 Technical Presentation: D3D 7 Vertex Lighting, 3/15/2000, www.nvidia.com
- 148 Technical Presentation: Per-Pixel Lighting (by S. Dietrich) 3/14/2000 www.nvidia.com
- 149 Technical Presentation: GeForce 256 and RIVA TNT Combiners, 12/8/1999, www.nvidia.com
- 150 Technical Presentation: Vertex Cache Optimization, 11/12/1999, www.nvidia.com
- 151 Technical Presentation: Vertex Blending, 11/12/1999, www.nvidia.com
- 152 Technical Presentation: Hardware Transform and Lighting, 11/12/1999, www.nvidia.com
- 153 Technical Presentation: GeForce 256 Overview, 11/12/1999, www.nvidia.com
- 154 Technical Presentation: DirectX 7 and Texture Management, 11/12/1999 www.nvidia.com
- 155 Technical Presentation: Dot Product Lighting, 11/12/1999, www.nvidia.com
- 156 Technical Presentation: Texture Coordinate Generation, 11/3/1999, www.nvidia.com
- 157 Technical Presentation: Phong Shading and Lightmaps, 11/3/1999, www.nvidia.com
- 158 Technical Presentation: The ARB_multitexture Extension, 11/3/1999 www.nvidia.com
- 159 Technical Presentation: Multitexture Combiners, 11/3/1999, www.nvidia.com
- 160 Technical Presentation: Emboss Bump Mapping, 11/3/1999, www.nvidia.com
- 161 Technical Presentation: Hardware Accelerated Anisotropic Lighting, 11/3/1999 www.nvidia.com
- 162 Technical Presentation: Guard Band Clipping, 11/3/1999, www.nvidia.com
- 163 The RenderMan Interface, Stephan R. Keith, Version 3.1, Pixar Animation Studios, September 1989
- 164 The RenderMan Interface, Version 3.2, Pixar Animation Studios, July 2000, www.pixar.com
- 165 NVIDIA Product Overview, "GeForce2Ultra", NVIDIA Corporation, 8/21/00, www.nvidia.com
- 166 Duke, "Dreamcast Technical Specs", Sega Dreamcast Review, Sega, 2/99, www.game-revolution.com
- 167 Marlin Rowley, "GeForce 1 & 2 GPU Speed Tests", 5/11/2000, www.g256.com
- 168 "Dreamcast: The Full Story", Next Generation, September 1998

OTHER REFERENCE ON SEPARATE CD:

DirectX 7.0 Programmer's Reference, Microsoft Corporation, 1995-1999 (as part of the DirectX 7.0 SDK on the Companion CD included with "Inside Direct3D", Microsoft Programming Series, Peter J. Kovach, Microsoft Press, 1999)

TEXTBOOK REFERENCES:

- "Inside Direct3D", Microsoft Programming Series, Peter J. Kovach, Microsoft Press, 1999
- "OpenGL Programming Guide, The Official Guide to Learning OpenGL, Release 1", Jackie Nieder, Tom David, Mason Woo, Addison-Wesley Publishing Co., 1993
- "Procedural Elements for Computer Graphics," Second Edition, David F. Rogers, McGraw Hill, 1998
- "Real-Time Rendering," Tomas Moller, Eric Haines, AK Peters, 1999
- "Computer Graphics, Principles and Practice," Second Edition, The Systems Programming Series, Foley, van Dam, Fiener, Hughes, Addison Wesley, 1990
- "Principles of Three-Dimensional Computer Animation", "Revised Edition, Michael O'Rourke, W.W. Norton & Company, 1998

*Examiner

Date Considered

Examiner: Initial if reference considered, whether or not citation is in conformance with MPEP 609; Draw line through citation if not in conformance and not considered. Include copy of this form with next communication to application.

